ocean

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JURASSIC PARK™

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Instruction Manual

ocean

SUPER NINTENDO
ENTERTAINMENT SYSTEM

For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

DOLBY SURROUND™

This program has been produced with the Dolby Surround encoding system, and is fully compatible with stereo or monaural reproduction.

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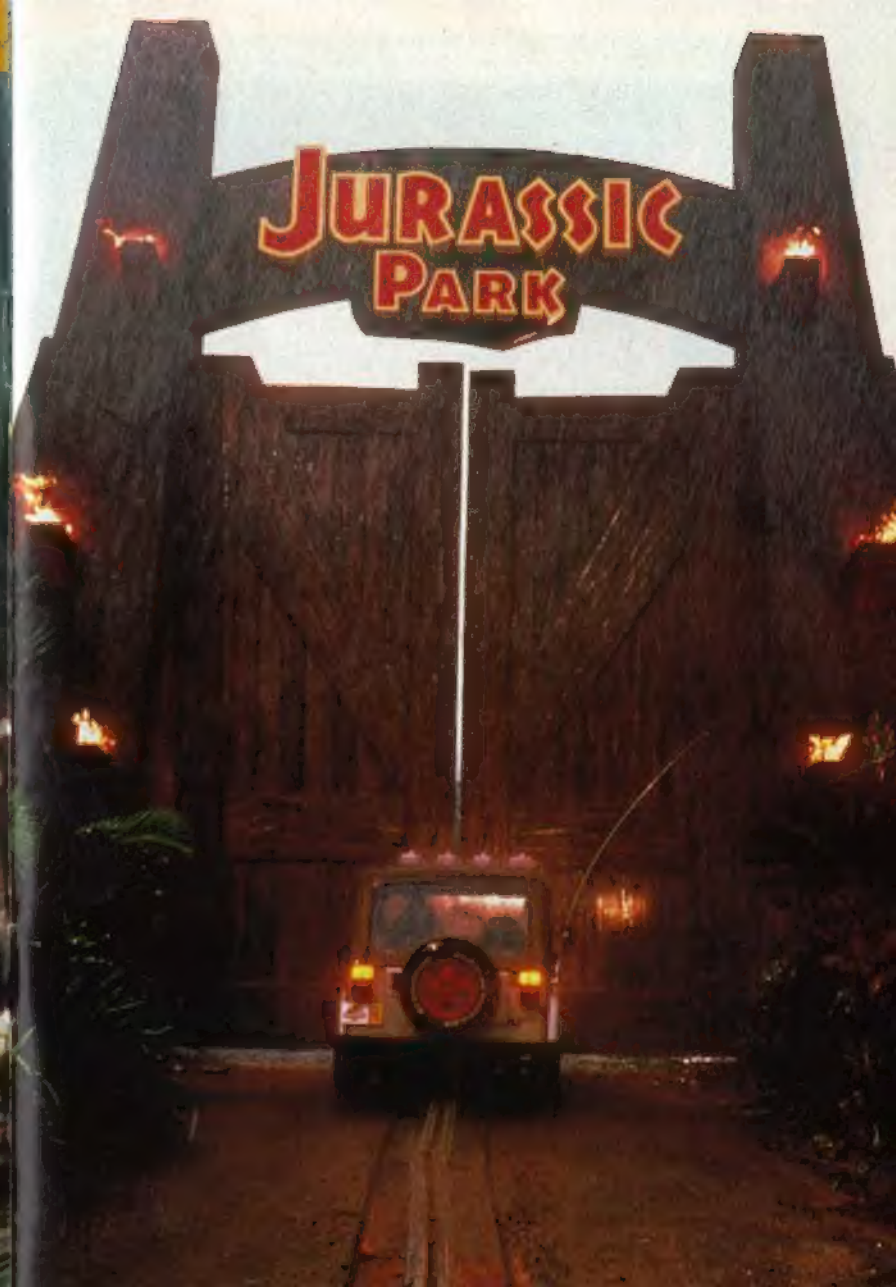

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Welcome to Jurassic Park

Astounding biotechnical advances have brought back to life the most awesome creatures ever to walk the face of the earth and have made possible the most incredible animal preserve of all time... Jurassic Park!

Humans and dinosaurs – thought to have missed meeting one another by over 60 million years – have been brought together on Isla Nublar, a tiny island off the coast of Central America.

As Dr. Alan Grant, world-renowned paleontologist, you have been invited to examine the cloned inhabitants of this mysterious, fog-shrouded island. The dinosaurs are monitored and controlled by a huge supercomputer, and you have been assured that you can explore the island and see these breathtaking behemoths in complete safety.

But now something has gone terribly wrong. A computer malfunction has deactivated all of the security systems – electrified fences and motion sensors are down – and hundreds of fearsome prehistoric predators have escaped their pens and paddocks to roam free on the island. Vicious raptors, spitters and tyrannosaurs have quickly overrun even the fortified visitor's center. And millions of years of extinction haven't slowed these creatures' reflexes – they still know how to hunt!

You'll need to accomplish a number of increasingly difficult tasks before you're free to attempt the toughest one of all: getting yourself safely off the island!

Are you ready to face some of history's most powerful and deadly carnivores? **The perilous primeval world of Jurassic Park awaits!**

Controls, Exterior:

Display, Exterior:

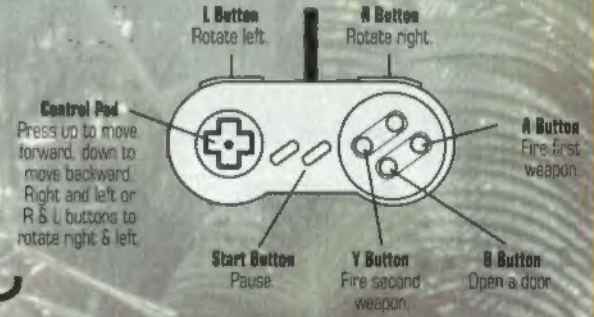
As you make your way through the park, you control Dr. Grant's movements from above and behind him.

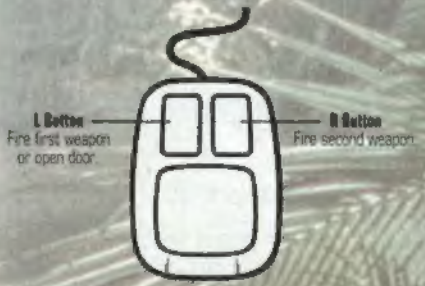
Personal Motion Sensor— shows position of approaching dinosaurs relative to you. Different dinosaurs are represented by different colored dots.

Shots remaining in first weapon — shows energy level when using cattle prod

Controls, Interior:

Inside buildings, you must use night vision goggles, since the power is still down. To control Dr. Grant indoors, you may use the control pad or the Super NES Mouse. If used, plug the Mouse into port 2.





Getting Started:

Turn off your Super NES. Insert the Game Pak and plug controller one into port one and Super NES Mouse into port two, if desired. Turn power on and press START to begin game.

Option Screen:

The Option Screen allows you to change the following game features:

START: Starts the game with the options that are displayed.

HI SCORE: Displays the hottest dino-hunters.

MUSIC ON/OFF: Toggles music on and off.

STEREO/SURROUND/MONO: This game features Dolby Surround™ Sound. In order to utilize this feature you will need to connect your Super NES control deck to a receiver equipped with Dolby Surround™ (refer to your Super NES manual). When activated, the system will place a sound effect in the room relative to its position on screen. Although the sound field actually extends beyond the screen so you can hear an object before it is visible. Don't worry if you don't have a Dolby Surround™ system as you can still enjoy the game in fabulous stereo sound.

Lives:

You begin with five lives. If you don't make it off the island, you can continue the game twice, the first time with four lives, the second time with three lives.

Continue Screen:

If you become a victim of Jurassic Park, the Continue Screen is displayed with a countdown. Press any button before the countdown ends to begin at your last level. Otherwise, you're extinct.

High Score Entry:

If you've really earned that degree, Doctor, you can enter your score in the Hi Score Table. Select your ID by pointing at a letter, then pressing any button to enter it. Choose "END" when you're finished. The Hi Score Table will then be displayed.

As a world-renowned paleontologist, you have been invited to a special preview of Jurassic Park. Imagine being able to study a live animal that you thought you'd only see as bone fragments. But your dream of a lifetime has become a nightmare since a system failure released the dinosaurs from their carefully-constructed pens. Now they have overrun the island, and you've got some serious work to do before you can get yourself off the island.

To accomplish your tasks, you'll have to get into certain buildings, each of which requires a specific access card (see "Objects to Pick Up," page 16). If you have the correct access card, you will be able to enter or leave a building by walking up to the door.

GAME OBJECTIVES

You must achieve each of these objectives in this order before you can escape from Jurassic Park.

Activate Motion Sensors

None of the motion sensors (see page 18), including your personal one, are working because the main power is out. You must reach the main generator and power up the computer to activate the sensors.

Secure Visitor's Center

Raptors are somehow getting into the Visitor's Center – which was supposed to be the safest building! You must get access to the Center, find out how the clever creatures are getting inside, and stop them... fast!

Stop Escaping Raptors

The Velociraptors are causing trouble again! Now they have gotten onto a supply ship that is leaving for the mainland – imagine what will happen if they reach the shore! You must find your way aboard the ship and destroy them.

Destroy Raptor Nests

Through a miscalculation by the genetic engineers, the raptors have begun to breed in underground volcanic caverns. You must find the nerve gas bomb and go into the caves to destroy these nests before the raptors spread even further!

Radio for Help

The computer's back on line, the raptors have been slowed down (for now), but it's a long swim home and this is no time to relax. You need to find the communications room and radio the mainland to send a helicopter to pick you up.

Reach the Helipad

The helicopter is on its way. Now all you have to do is get to the helipad to be picked up and flown to safety. Will you make it off this tourist trap?

WEAPONS

In hand-to-hand combat, a human doesn't have much of a chance against a dinosaur, so Dr. Grant will have the use of various armaments to aid him.

Cattle Prod:

This basic weapon throws out a bolt of electricity which will first stun a dinosaur, then destroy it. The cattle prod uses energy quickly and must recharge.

Shotgun:

The shotgun fires three rounds simultaneously. One or two hits will injure a dinosaur; three hits will destroy smaller dinosaurs.

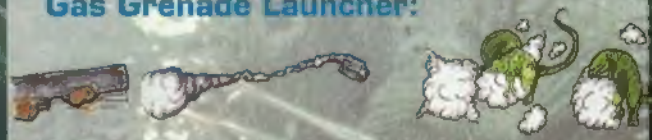
Missile Launcher:

Boxes of missiles will upgrade your weapon to a rocket launcher, which will destroy a small dinosaur with a single hit – aim carefully!

Tranquilizer Gun:

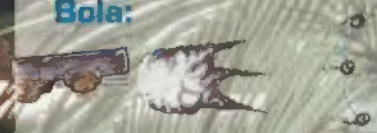
Tranquilizer darts can be collected and used on all dinosaurs, but are most useful for slowing down the enormous tyrannosaur.

Gas Grenade Launcher:



Stun gas grenades can be collected and fired at any time, releasing a fast-spreading cloud of gas which is effective against groups of dinosaurs. The larger the dinosaur, the closer your shot must be to its target.

Bola:



Explosive bolas will spread out and wrap around a dinosaur (or a group of dinos), trapping them and then exploding to destroy them.

OBJECTS TO PICK UP

Pick-Ups can be found inside or outside of buildings. You will need these items to complete your objectives and get out of Jurassic Park.

Dinosaur Eggs:
These can be found anywhere on the island; you will need them to complete your objectives, so look hard and watch where you step.

Access Cards:
These include security card keys to open and close specific doors, and personal ID cards from other people on the island. When you pick up a card, a display will appear which shows the card's function and a map of the route you must take to complete a particular task. For example: since Dennis Nedry is the computer expert who set up Jurassic Park's system, his card will allow you to access computer terminals. Robert Muldoon is the gamekeeper, so you'll need his card to get into the armories to get weapons. Access cards are extremely important – don't leave home without them.

Extra Life:
Collect to increase your number of lives.

First Aid Kit:
Collect to heal your injuries and restore some of your energy. These are valuable since there are a lot of ways to get hurt in Jurassic Park.

Batteries:
In certain areas of certain buildings, you must use your night vision goggles to get around. If you have these batteries, your goggles will turn on automatically when you enter a darkened room. No, dinosaurs can't see in total darkness either, but they can smell you coming, and if you're in the dark, you'll never know what hit you.

Nerve Gas Bomb:
You will need to find and collect this bomb in order to wipe out the raptor nests. No choice here – no other weapon will do it.

Food:
Collect to restore some of your health. Just don't slow down to enjoy your meal or you'll become a snack yourself.

Bonus Points:
Collect to increase your score.

MOTION SENSORS

Electronic motion sensors are located throughout Jurassic Park. This is how the computer was supposed to keep track of the dinosaurs. When the motion sensors are working, they can detect all moving objects on the island, and can even identify the different types of dinosaurs running free in the park.

Only when these are in operation will your personal short-range motion sensor work. Your personal motion sensor will not work when you are inside a building, but the exterior motion sensors still work, and can be accessed through computer terminals

If you lose a life, you will return to the last motion sensor you touched

COMMUNICATIONS

When you patch into the main communications network, a translucent window appears over your screen, showing the character talking to you.

Why a translucent window? So you can see the action in progress – dinosaurs don't stop hunting just because you're on the phone! You can make a communication screen solid by pressing the start button, but be careful – raptors know when you're vulnerable and not paying attention – you could have more than a long-distance bill to worry about!

MAIN COMPUTER

Inside buildings, you will find computer terminals that you can use to call up information and to communicate with other people on the island. You will also need the computer to control park functions, like turning the gates on and off and to send messages to the mainland. You can access a computer terminal by walking up to it.

To use the computer, select an option by clicking on the icon next to it. For example, to turn on the motion sensors, click on the **PARK CONTROL** icon. This will take you to the **CONTROL** menu. From here, click on the **MOTION SENSOR** icon to activate the motion sensors.

To exit the computer, click on the **EJECT** button.

Fractals

In the background of the computer control screen, you will see various intricate patterns called **fractals**. These are patterns that mathematician Ian Malcom uses as examples of his chaos theory (the theory he used to predict the downfall of Jurassic Park).

> *"Assume that you start with a simple set of mathematical rules, the creation of a simple pattern, for instance. If you repeat this pattern enough times, even the slightest fluctuations, the slightest imperfections, (which are, by the way, present in any system) will cause completely unpredictable variations in the system, leading, eventually and inevitably, to chaos."* / / / Ian Malcom

Mr. DNA

If you leave the game alone for a while outside of the buildings, Mr. DNA will appear to give you some fascinating "Dino-Trivia".

There are many types of dinosaurs all over Jurassic Park – that's how it got the name, after all. Don't bother looking for them all; they'll find you...

Compsognathus (Compy)

These small carnivores will only attack in packs, weighing you down by their sheer numbers. The compys will also bite, their venom weakening and eventually paralyzing you.

Pachycephalosaurus (Headbutter)

These territorial dinosaurs will not seek you out, but if you disturb them, they will charge at you with great speed, then turn around and quickly charge again if they miss you. They will inflict damage with their bony heads until you leave their territory.

Gallimimus (Ostrich)

These mild herbivores will not attack you but are very easily disturbed and are quick to stampede. They run extremely fast (the fastest animal in Jurassic Park), and will run into and injure you unless you get out of the way.

Velociraptor (Raptor)

The raptor stands six feet tall and is pound for pound the most vicious dinosaur that ever lived. As intelligent as chimpanzees, they are the most cunning creature in Jurassic Park. They hunt in packs and will attack just for the sport of it. They can figure out where you are, how to get to you, and will even split up to head you off. They run at speeds of up to 60 miles per hour, and with a 6-inch retractable, razor-sharp claw at the end of each limb, can fell a man in one swipe.

Dilophosaur (Spitter)

These four-foot-high kangaroo-like animals seem playful and friendly, but when your guard is down, a brilliantly-colored crest fans out over their head, and you know you are within range of their blinding, paralyzing spit. They can spit a venomous projectile at you with speed and accuracy, even judging your speed and direction so that you run into their shots.

Triceratops

The triceratops is nearly the size of an elephant, and is built low to the ground with huge stumpy legs and a massive head with three horns, the longest protruding from the middle of its face. They are easily startled and will charge you.

Tyrannosaurus Rex (T-Rex)

The most famous predator in history, the T-Rex is the classic blood-thirsty carnivore. Standing eighteen feet tall with a head five feet long, the tyrannosaur has huge and powerful jaws which can swallow a man whole. They are capable of eating a ton of food at one time. Be on the lookout for this hunter, or you will be snapped up before you know what's happening.

OBSTACLES

There are many things in Jurassic Park that will make your tasks difficult – some are geologic features and some are features of the security system. Some of these obstacles include:

Electric Fences

These separate the dinosaurs and the different areas of the park. They can be either a help or a hindrance to you. To open a fence, unlock it from a computer terminal, then shoot at the wheel on the side of the gate. Fire as fast as you can to keep it open longer – the fences are spring-loaded and will slam shut! (Hint: use these to corral the carnivores.)

Trees and Bushes

Raptors and other dinos can hide behind these and jump out at you. Surprise!

Electrified Grates

Found on the roofs of buildings and on the ground, these are HOT! Touch one and you're toast!

Rock Avalanches

Remember, you're just a dino doc, not a superhero – rocks will crush you flat.

Fast-Flowing Rivers

Rivers snake their way across Isla Nublar separating dinosaurs and areas of the park. Like the electric fences, these can help you by stopping dinosaurs, but they can also stop you, since they can only be crossed at certain points.

Mountain Ranges with Sheer Cliffs

See notes under Rock Avalanches and figure out what happens if you fell.

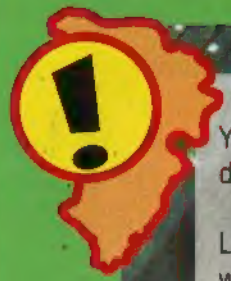
Ocean

It's a long way to Tipperary and you won't want to try to swim it. Try a helicopter instead.

Deadly Dino Dragonfly

This is one big bug. It will follow you and injure you by stinging. Good thing it's not a mosquito, or some future geneticist might dig your DNA out of amber millions of years from now and put your clones in Paleontologist Park.

HINTS & TIPS



You'll find signs around the island pointing to different landmarks or dinosaur locations.

Learn the attack patterns of dinosaurs and which weapons are most effective against which dino.

When you feel the ground shake, run for your life!

Make yourself a map to keep track of where things are, like computer terminals.

Use elevators to get around inside buildings.

Look for steps to take you onto roofs of buildings and up mountains.

In the forest maze, jump over poisonous vines.

You can jump across electrified grates – but you'd better jump far enough!

Don't try to outrun or shoot at the triceratops – just stay out of its way!

Don't believe everything you're told – one of the characters may not be what they seem!

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